

Working with Scalable Vector Graphics

Welcome

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Agenda

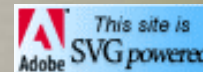
- What is SVG ?
- SVG File Example
- SVG Capabilities
- SVG Demo

SVG – Scalable Vector Graphics

- **Open Source**
 - XML based (Integration HTML, CSS, DOM, JS, XSL, CGI)
 - W3C Recommendation (www.w3.org)
- **Advantages with the SVG file format**
 - Design (complex layouts with well known tools)
 - Dynamic content - higher level of interactivity
 - Compact - Faster downloads
 - Productive searching (SVG is ASCII text)
 - Web color management
 - High quality print



<http://www.adobe.com/svg>

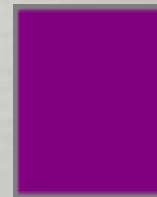


SVG – Example

ASCII Code based on standard XML

```
<?xml version="1.0"?>
<!DOCTYPE svg PUBLIC "-//W3C//DTD SVG 20000802//EN"
"http://www.w3.org/TR/2000/CR-SVG-20000802/DTD/svg-20000802.dtd">
<svg width="100%" height="100%">
<desc>Example 1 - One rectangle</desc>
<rect x="0.75cm" y="0.5cm" width="2.5cm" height="3cm"
style="fill:purple; stroke:gray; stroke-width:0.1cm" />
</svg>
```

Visual:



SVG Capabilities

- **Vector Graphic Properties**
 - Text
 - Fill
 - Stroke
 - Gradient
- **Raster-like Graphic Properties**
 - Filters (Still vector, but gives a raster look)
 - Drop Shadows
 - Glows
 - Bevel
 - Distort
 - JPEG, GIF, and PNG support

SVG Capabilities (continued)

- **Dynamic Possibilities**
 - Declarative Animation (tag-based)
 - JavaScript Animation
 - JavaScript Event Handling (works w/ HTML)
 - Dynamic Generation (server/client-side)
- **Building SVG's**
 - Illustrator 9.0
 - Any Text Editor (Notepad, Simpletext, VI, etc.)
 - CGI Script or JavaScript Generation
 - GZIP compression

SVG Demo from USAirways



SVG Smart Graphics

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Agenda

- What are Smart Graphics [SMG]
- Why SVG?
- Development Overview
- Results
- Prototype Demonstration

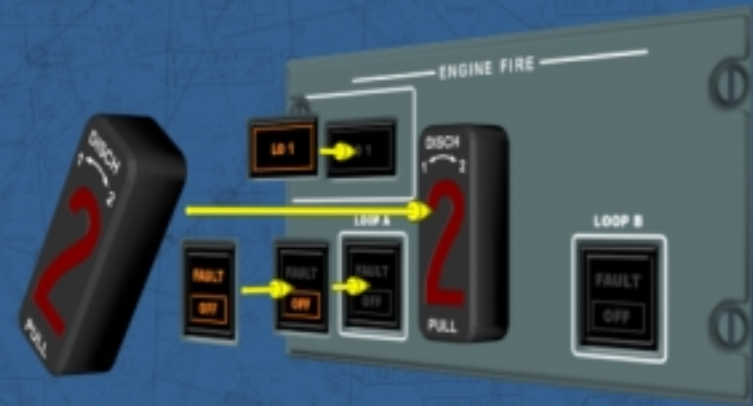


What are Smart Graphics [SMG]?

- Reusable, interoperable components that can be placed in CBT or Emulation
- Created to enable rapid CBT or simulation development
- Ideally provided by manufacturers

What are Smart Graphics [SMG]?

- A group of graphical objects compiled into a single configurable object
- Logic can be added for simulation or “on-the-fly” configuration





Why Use SVG?

- Very “light-weight” components
- Easily scaleable within the development environment
- Provides wide range of languages to develop with
- Easy to create and implement
- Open Source



Development Requirements

- Needed to be created with “off the shelf” software
- Components should be independent of each other and of the logic
- Scalable in size
- Easy to create
- Reusable



Development Process

- Adobe Illustrator was used to create graphical objects
- JavaScript was to be used to develop logic components
- Editing of HTML, XML and JavaScript was done using NotePad



Results

- Logic was built independent of panel
- Emulation logic was specific to object
- Objects are configurable as either “freeplay” environments or static objects representing a predetermined state



Future Implementations

- Web-based CBT
- Desktop CBT
- Dynamic Training Modules
- Interactive Electronic Manuals